



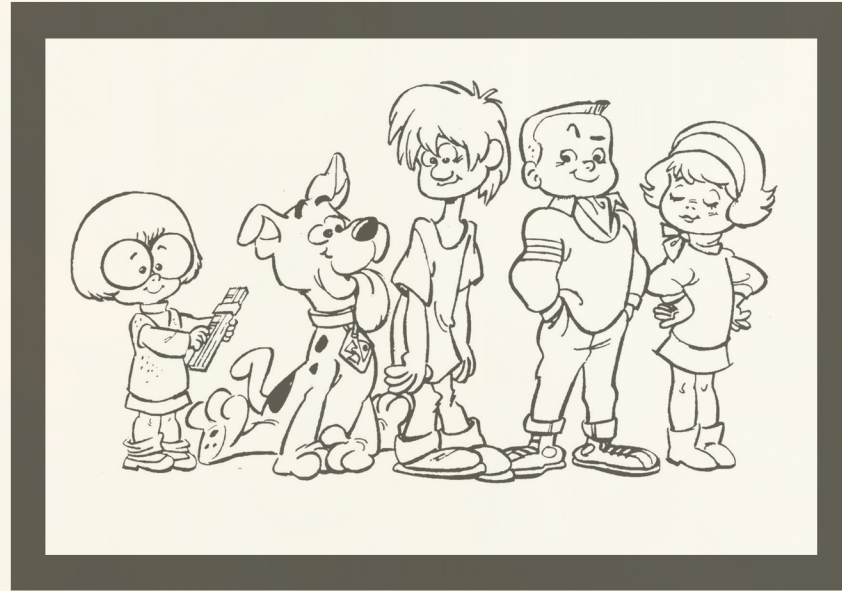
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SCOOPY-DOO!

MYSTERY SOLVERS CLUB

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Title Design by Mars Taylor
Character Designs by Logan Lay

ABOUT THE SERIES



The gang in *A Pup Named Scooby-Doo*

Reminiscent of *A Pup Named Scooby-Doo*, this series once again looks back at the early days of the iconic mystery solving gang. Calling themselves the **Mystery Solvers Club**, our favorite fivesome keeps the traditional “Monster of the Week” format as they unmask a new bad guy and learn a life lesson every episode. Of course, like most kids, they could always use a little guidance, which is provided in this series by their librarian, Miss Grimms.

Of course it's not just advice Miss Grimms brings to the show, she's also a major first for the franchise, appearing as a live-action character in each episode's opening and closing segments. Similar to the way Thomas the Tank Engine's adventures were used on *Shining Time Station*, each mystery is presented by the live-action Miss Grimms as a story about past students, to current students in need of a lesson.



SCOOBY-DOO

***Ricked rou!
Ree hee hee hee!***

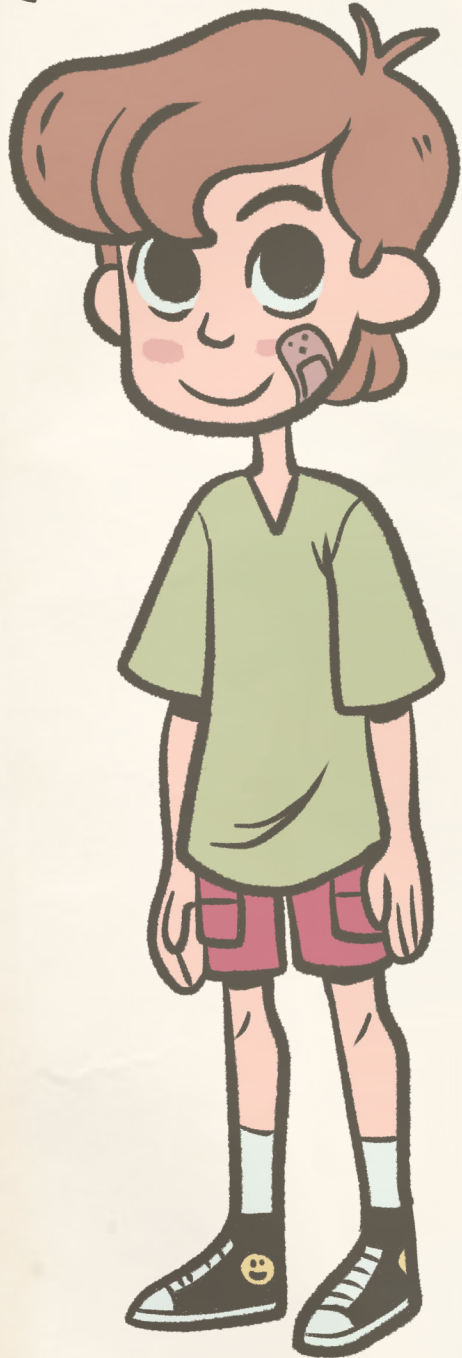


This rambunctious puppy is the gang's ultimate prankster, and he loves it. While he clearly has yet to learn that there's a time and place for everything, his tricks can sometimes work to the benefit of the gang by tripping up a monster or getting them out of a sticky situation.

To many outside the gang, this canine crime solver appears to simply be a mascot, but in his mind, he's just as human and integral to the group as his pals. Although he's pretty easily frightened, he's still the perfect partner for any member of the gang, always finding a way to balance out their flaws.



SHAGGY ROGERS



*Uh, guys? Are you sure
this is a good idea?*



A goofy, athletic nerd, who often relies too much on his friends, rather than doing things on his own. While his “scaredy cat” nature makes him fearful of the dark and spooky, it has little effect on his daredevil like fascination with extreme sports. This little dude has some sick surfing and skateboarding skills, and despite an abundance of scrapes and bruises, always gets back up if something knocks him down.

Clearly not a fan of the gang’s usual activities, his non-extreme hobbies include eating, playing video games, reading comics and eating (again), typically with his best buddy, Scooby-Doo.



VELMA DINKLEY

*Can't I do this
from home?*

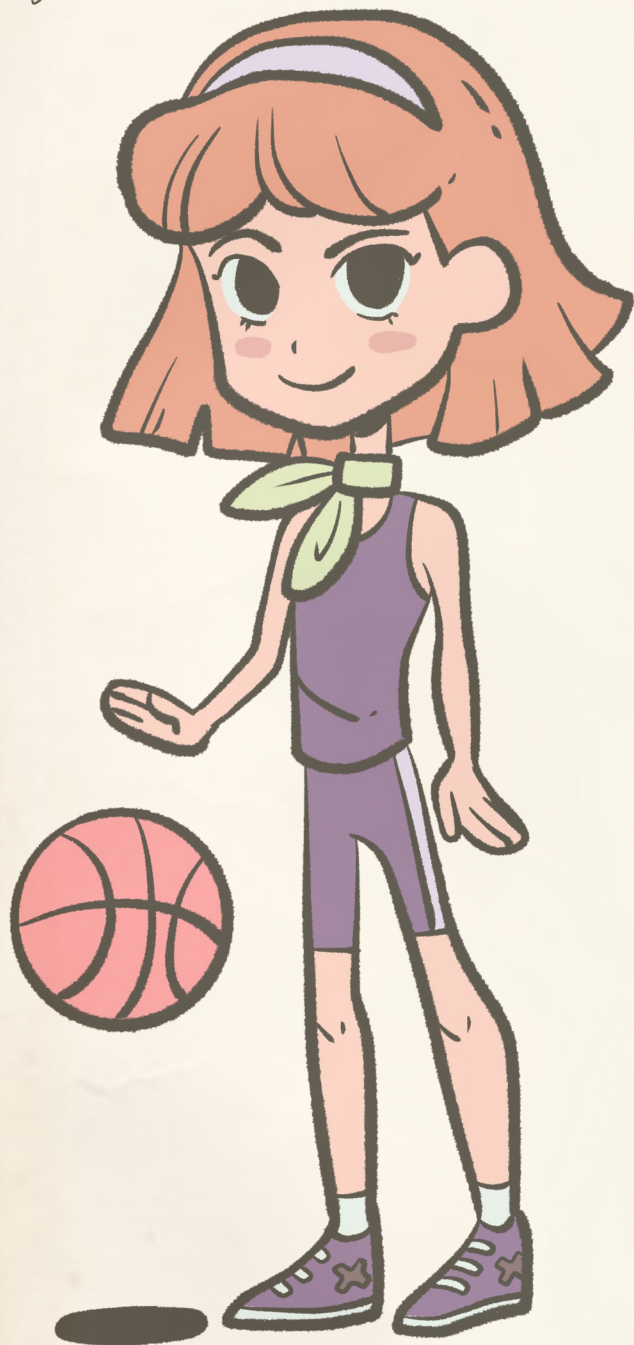


An overly cautious child who knows what she likes, and sticks to it like glue. Her comfort is derived from routine, which is why she'd often rather stay at home or school than venture someplace new to look for clues. In her mind, everything can be done from the safety of her computer.

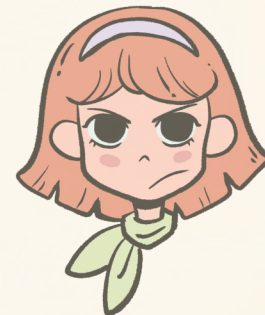
As is typical with Velma, her introverted nature can make her a little socially awkward. The mix of her personality and vocabulary has a habit of making people think she's a bit harsh, though she's only ever trying to help. An admirer of strong women, much of her knowledge centers on great women of history, yet she's constantly learning new things from her friends as well.



DAPHNE BLAKE



***That ghost won't
stand a chance!***



Thanks to her family's fortune, Daphne's been able to master a wide range of extracurricular activities, from gymnastics to rowing, track to dressage. As a result, she's easily the most competitive in the gang, and often disagrees with Fred's leadership decisions, which she's not afraid to vocalize.

Diverting from her parents' habits, she makes a point to only use her money for good and not to spoil herself, often leading her to spoil the gang instead. She expresses her love in more ways than gifts however, as this tough cookie often goes out of her way to be protective of her friends, especially Velma, whose social habits - or lack thereof - tend to worry her.



FRED JONES



*Let me think...
I know I know what to do.*



This overly confident child learned everything he knows from his years as a Scout and a variety of leadership focused summer camps. He's not the most athletic or the smartest in the gang, he's not nearly as daring as Shaggy, and he's the type of kid whose parents are eager to get him out of the house, but at least he knows how to lead - and that's good enough for him.

Always charming to those around him - with the exception of one particular bully - he's beloved by the community for his "good boy" reputation. While many look up to him, this outdoorsy preteen actually admires Velma more than anyone for her ability to not focus her life on what others think of her, a trait he severely lacks.



MISS GRIMMS

Have you tried looking from a new point of view?

The Coolsville Middle School librarian who lives her life as if everyday were Halloween. She's a fan of the spooky and macabre, decorating the entire library in gothic, horror film chic.

Supportive and encouraging, she is sought after by students for all sorts of advice, whether on life or mystery solving techniques. Years spent around books have made her a real treasure trove of suggestions. She's also one of the few who doesn't pay attention to Red Herring's nonsense, which only makes the gang love her more.

NOTE: Miss Grimms is the only animated character in the series who also appears in the live-action segments, as she serves as the storyteller behind each episode.



RECURRING CHARACTERS



Nobody says “No” to a Herring.

Staying true to its roots, this series marks the return of *A Pup Named Scooby-Doo* favorites Jenkins and Red Herring, as well as franchise favorite Scooby-Dum.

Similar to the original, Jenkins remains an upscale, “jack of all trades” butler for the Blake family. While Daphne only ever calls on him when in serious danger, he does serve as the gang’s adult supervision and transportation when necessary. Red Herring, the obnoxious bully, has a minor new twist, as he’s now the son of a pair of local politicians, allowing him to get whatever he wants with little to no effort. As for Scooby-Dum, Scooby-Doo’s cousin, while he only joins the gang for the occasional mystery, he definitely steals the show, as usual, with his dream to be a hero often leading them into trouble.

LIVE-ACTION

As the first live-action elements in a *Scooby-Doo* television series, the plan will be to cautiously keep them to a relative minimum. The primary focus is the animated mysteries of the young gang, with these portions functioning as bookends, as Miss Grimms uses the story of each adventure to help students who have come to the library for advice.

Ideally, Miss Grimms would be played by an actress like Grey Griffin (the current voice of Daphne Blake). Somebody who can flawlessly pull off a comforting, yet gothic aesthetic to maintain that *Scooby-Doo* level of spookiness.

Similarly, the design of the live-action library should have a bit of a haunted house feel to it, though still clearly made with children in mind. It's a bit of a balancing act, but the goal is to have more of a year-round Halloween feeling than an outright terrifying one. Regardless, the design of the live-action library should be matched with that of the animated one, as should Miss Grimms' overall design.



Grey Griffin

Additionally, as each episode is structured around the lesson Miss Grimms is teaching to students visiting her library, episodes should contain a somewhat revolving cast of kids, to make the need for various lessons more believable.

SEASON OVERVIEW

BAD LUCK FOOD TRUCK 1

Miss Grimms has a chat with a student, over lunch, who's afraid of trying new things.

Shaggy and Scooby's favorite taco truck, Pollo Chicos, is possessed and, to their horror, vows to destroy every food truck in Coolsville. At the same time, Velma struggles to expand her lunch menu beyond her comfort meal -- a PB&J sandwich with milk -- despite Daphne's variety of alternatives.

#HORROR 2

Noticing a student stressed out over a social media post, Miss Grimms decides to tell them a story.

A social media beast descends upon Coolsville Middle School, haunting students and faculty with embarrassing photos, mean comments and somehow erasing their likes and followers. It's all a very rude awakening for Daphne as she learns to stop pressuring herself to maintain a "picture perfect" online persona.

SEASON OVERVIEW

DAPHNE DRAWS 3

When a student comes in at recess, concerned they aren't worthy of their friend group, Miss Grimms is reminded of a story.

Daphne's archery tournament is put in jeopardy when it becomes the target of the bow-and-arrow wielding, Goblin Hood. Unfortunately, having been referred to as a "mascot," Scooby isn't even the least bit helpful as he struggles to master one of Daphne's many talents to prove his value to the gang.

READY PLAYER? RUN! 4

Miss Grimms tells a story to an entire group of students after a bully asks for her help when they're ignored by their peers.

Red Herring enlists the gang to stop a phantom virus who has taken over his brand new VR game. While most of the gang is willing to help the bully, Fred struggles to justify assisting someone who has always caused trouble for him and his friends.

SEASON OVERVIEW

THE SHRIEK FAST CLUB 5

Overhearing some students debate inviting the new kid to a birthday party, Miss Grimms intervenes with a story.

The gang lands in weekend detention after a trap goes awry, and finds themselves the victims of the Lachrymose Lunch Lady. Told he can't join them, Scooby spends the day trying to break into the school, unaware fellow detention-getter, Devin, has been reluctantly recruited as the gang's fifth member for the day.

NO S'MORE MONSTERS 6

The arrogance of an overly confident student inspires Miss Grimms to share a particularly relevant story.

While attending a mystery-themed summer camp with Scooby-Dum, the gang is terrorized by a horde of s'more monsters. Thinking he knows everything when it comes to the wilderness, Fred quickly learns he's in over his head when their counselor turns out to be a bigger chicken than Shaggy and Scooby-Doo.

SEASON OVERVIEW

HE'S JUST NOT THAT INTO BOO 7

A student turns to Miss Grimms for advice when they aren't sure what to do about a crush.

The awkwardness of Valentine's Day is made worse by a creepy Cupid who infiltrates Coolsville. With the entire gang confronting confusing feelings, Daphne worries her abundance of talents have made her unlikable.

NO-FUN FUNLAND 8

Miss Grimms discovers a student with a fairly uncommon fear and tries to help with a story.

During a visit to Funland, with Scooby-Dum in tow, the gang discovers it's being haunted by a zombified version of the park's already cringy mascot, Funzo. Despite having a mystery to solve, Fred and Velma spend the majority of their visit helping each other overcome their irrational fears of bumper cars and the merry-go-round, respectively.

SEASON OVERVIEW

WHO BE THE SPELLING BEE BEE? 9

Witnessing the breakup of two best friends, Miss Grimms steps in with a story to remedy the situation.

A monstrous bee threatens to derail the school spelling bee, encouraging Shaggy to finally take interest in a mystery, after he makes it to the semi-finals for the first time in his life. Velma, on the other hand, seems to be on the monster's side, after a silly mistake causes her to be removed from the competition early on.

SCARE GOES THE NEIGHBORHOOD 10

Worried their friend won't like them anymore after winter break, a student seeks out Miss Grimms for some advice.

Fred's theory that his new neighbors are mole people seems very possible when a series of neighborhood attacks leaves them as prime suspects. Meanwhile, Shaggy's return from a trip out of town is met with awkwardness when Scooby finds it hard to readjust after having spent the week at Daphne's.

SEASON OVERVIEW

THERE'S NO I IN POOL 11

A pair of friends fighting over who gets to captain their kickball team causes Miss Grimms to be reminded of a story.

Fred's embarrassed when the rest of the gang sees him struggling in a beginners swimming class at the community center and decides he's no longer suited to lead. When a shark creature begins terrorizing the pool, Fred's role doesn't stay vacant long as everybody else tries stepping up, with disastrous results.

THINGS THAT GO BOOGEDY IN THE NIGHT 12

A student having nightmares asks Miss Grimms for her advice.

Daphne and Velma decide to watch the R-rated horror film, *The Return of the Curse of Boogedy Bones*, during a sleepover but immediately regret it as they begin to believe the film's monster is responsible for several robberies around town. Unable to sleep, they call on Scooby-Doo to help them investigate without the boys.

COMING SOON

More Episodes!

Much like *A Pup Named Scooby-Doo*, a series starring the Mystery Inc. gang as kids opens up all sorts of potential new storylines as they deal with the struggles and fears of childhood. With a plethora of teachable lessons possible, as well as a seemingly endless supply of monsters, this series could easily carry on for multiple seasons.

Growth!

One of the best parts of any animated series is the audience's ability to connect with the characters, and this show should be no different. Thus, as the seasons pass, the plan is to have each member of the gang age/grow along with the children watching at home. Not only will this help those young fans better connect, but may make the series more relevant as the lessons pertain to things happening in their own lives, potentially touching on topics like divorce, mental health and other serious issues in a gentle way.

An Expanded Universe?

While no live-action series for the franchise currently exists, it does seem like a very likely possibility at some point, making this series a great way to test the waters a little. It would also be a fun way to connect a live-action series to the franchise's past, by creating a wholly original live-action character (Miss Grimms) who could appear in a future project and excite fans who grew up with this particular series.